| Character Name | | | |
|---|---|---|---|
| | | | |
| Race | | Class | |
| | | | |
| Age | Height | Weight | Level |
| | | | |
| Eyes | Hair | | Gender |
| | | | |

# Basic Fantasy
**Role-Playing Game**

## Player Name

| Armor Class p. 10 | |
|---|---|
| With Shield | No Shield |
| | |

| Attack Bonus p. 47 | | |
|---|---|---|
| Base | Melee | Range |
| | | |

| Ability Scores | | |
|---|---|---|
| Ability | Score | Modifier |
| Strength | | |
| Intelligence | | |
| Wisdom | | |
| Dexterity | | |
| Constitution | | |
| Charisma | | |

| Hit Points |
|---|
| |

| Experience Points | |
|---|---|
| Current: | |
| Needed: | |

| Movement & Initiative | | |
|---|---|---|
| Load p.36 | Move p.38 | Initiative |
| ☐ L ☐H | | |

| Saving Throws p.53 | |
|---|---|
| Death Ray or Poison | |
| Magic Wands | |
| Paralysis or Turn to Stone | |
| Dragon Breath | |
| Rods, Staves, & Spells | |

| Equipment p. 10 | |
|---|---|
| Item | Wgt |
| | |
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| | |
| Total Weight Carried | |

| Special Abilities |
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| |

| Turn Undead p. 50 | |
|---|---|
| Creature | Roll |
| Skeleton | |
| Zombie | |
| Ghoul | |
| Wight | |
| Wraith | |
| Mummy | |
| Spectre | |
| Vampire | |

| Spells | |
|---|---|
| Level | Number |
| One | |
| Two | |
| Three | |
| Four | |
| Five | |
| Six | |
| Seven | |

| Thief Abilities | |
|---|---|
| Skill | Percent |
| Open Locks | % |
| Remove Traps | % |
| Track | % |
| Move Silently | % |
| Climb Walls | % |
| Hide | % |
| Listen | % |

| Weaponry & Attacks p. 11 | | | |
|---|---|---|---|
| Weapon | OCR | Damage | Range |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |

| Money | 1pp=5gp / 1gp=10sp / 1ep=5sp / 1sp=10cp |
|---|---|
| | |